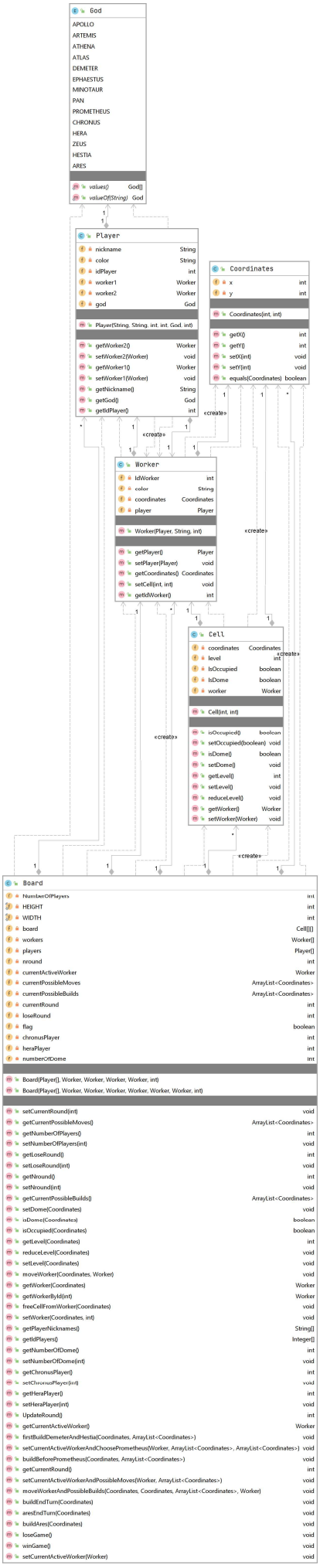
God
APOLLO
ARTEMIS
ATHENA
ATLAS
DEMETER
EPHAESTUS
MINOTAUR
PAN
PROMETHEUS
CHRONUS
HERA
ZEUS
HESTIA
ARES
values() God[]
valueOf(String) God
Player
nickname String
color String
idPlayer int
worker1 Worker
worker2 Worker
god God
Player(String, String, int, int, God, int)
getWorker2() Worker
setWorker2(Worker) void
getWorker1() Worker
setWorker1(Worker) void
getNickname() String
getGod() God
getIdPlayer() int
Coordinates
x int
y int
Coordinates(int, int)
getX() int
getY() int
setX(int) void
setY(int) void
equals(Coordinates) boolean
«create»
Worker
IdWorker int
color String
coordinates Coordinates
player Player
Worker(Player, String, int)
getPlayer() Player
setPlayer(Player) void
getCoordinates() Coordinates
setCell(int, int) void
getIdWorker() int
Cell
coordinates Coordinates
level int
IsOccupied boolean
IsDome boolean
worker Worker
Cell(int, int)
isOccupied() boolean
setOccupied(boolean) void
isDome() boolean
setDome() void
getLevel() int
setLevel() void
reduceLevel() void
getWorker() Worker
setWorker(Worker) void
Board
NumberOfPlayers int
HEIGHT int
WIDTH int
board Cell[][]
workers Worker[]
players Player[]
nround int
currentActiveWorker Worker
currentPossibleMoves ArrayList<Coordinates>
currentPossibleBuilds ArrayList<Coordinates>
currentRound int
loseRound int
flag boolean
chronusPlayer int
heraPlayer int
numberOfDome int
Board(Player[], Worker, Worker, Worker, Worker, int)
Board(Player[], Worker, Worker, Worker, Worker, Worker, Worker, int)
setCurrentRound(int) void
getCurrentPossibleMoves() ArrayList<Coordinates>
getNumberOfPlayers() int
setNumberOfPlayers(int) void
getLoseRound() int
setLoseRound(int) void
getNround() int
setNround(int) void
getCurrentPossibleBuilds() ArrayList<Coordinates>
setDome(Coordinates) void
isDome(Coordinates) boolean
isOccupied(Coordinates) boolean
getLevel(Coordinates) int
reduceLevel(Coordinates) void
setLevel(Coordinates) void
moveWorker(Coordinates, Worker) void
getWorker(Coordinates) Worker
getWorkerById(int) Worker
freeCellFromWorker(Coordinates) void
setWorker(Coordinates, int) void
getPlayerNicknames() String[]
getIdPlayers() Integer[]
getNumberOfDome() int
setNumberOfDome(int) void
getChronusPlayer() int
setChronusPlayer(int) void
getHeraPlayer() int
setHeraPlayer(int) void
UpdateRound() int
getCurrentActiveWorker() Worker
firstBuildDemeterAndHestia(Coordinates, ArrayList<Coordinates>) void
setCurrentActiveWorkerAndChoosePrometheus(Worker, ArrayList<Coordinates>, ArrayList<Coordinates>) void
buildBeforePrometheus(Coordinates, ArrayList<Coordinates>) void
getCurrentRound() int
setCurrentActiveWorkerAndPossibleMoves(Worker, ArrayList<Coordinates>) void
moveWorkerAndPossibleBuilds(Coordinates, Coordinates, ArrayList<Coordinates>, Worker) void
buildEndTurn(Coordinates) void
aresEndTurn(Coordinates) void
buildAres(Coordinates) void
loseGame() void
winGame() void
setCurrentActiveWorker(Worker) void